Doomsday Engine - Feature #1340

Easier way to load detail textures

2004-04-12 13:30 - jimigrey

Status:	Closed	**Start date:**	2004-04-12
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:			

Description

I think it would better if there was some data\details\
directory where the detail textures can be loaded.

Currently it's a bit annoying to add the detail textures to
a wad...

Labels: Graphics

History

#1 - 2008-09-24 11:21 - danij

Logged In: YES
user_id=849456

As of Doomsday 1.8.6 it is now possible to load detail
textures as external resources.

See DEDdoc.txt for details.